



Fighter 1  
CLASS & LEVEL

Human  
RACE/ANCESTRY/HERITAGE

Soldier  
BACKGROUND

STR  
+3  
16

+2 PROFICIENCY  
BONUS

ARMOR  
CLASS  
(AC) INITIATIVE  
19 +2 30 ft.

SPEED

#### SAVING THROWS

+5 Strength Saves \*  
+2 Dexterity Saves  
+4 Constitution Saves \*  
+0 Intelligence Saves  
+1 Wisdom Saves  
-1 Charisma Saves  
\* Prof. bonus added

DEX  
+2  
14

HIT POINTS HIT DICE  
12 1d10

DEATH SAVES: Success O O O Fail O O O

CON  
+2  
15

#### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Warhammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 bludgeoning damage. (If used two-handed in melee, does 1d10+3 damage.)

**Javelin.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

#### MAGIC, FEATS & SPECIAL ATTACKS

**Fighting Style: Defense.** In armor, gain +1 to AC.

INT  
+0  
11

WIS  
+1  
13

CHA  
-1  
9

#### RACE

##### Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 37 years old
- Medium Size (5' 1", 140 lbs.)

#### CLASS

##### Fighter Class Features [PHB p. 70]

- Fighting Style (Defense)
- Second Wind (regain 1d10+1 h.p.)

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** chain mail armor (AC 16), shield (AC +2), warhammer, javelin, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 129 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 9 gold pieces (gp); 73 silver pieces (sp); 63 copper pieces (cp); 4 gems (worth 10 gp each)

##### Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Bards know your past battles. Perky personality.
- **Ideal:** Prep for future war.
- **Bond:** Lay down life for comrades.
- **Flaw:** Haunted by past foes.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons, martial weapons  
**Tools:** gaming set (dice set), vehicles (land craft)

**Saving Throws:** Strength, Constitution

**Skills:** Acrobatics, Athletics, Intimidation, Survival

**Languages:** Common, Gnomish